ASIA TECHNICAL TRANSLATION PTY LTD

ACN 052 481 508

P.O. Box 1017, Richmond North, Victoria, Australia 3121

Web Site: www.asiatechnicaltranslation.com.au

Tel: 9428 9156 Fax: 9428 8018

E-mail: tony@asiatechnicaltranslation.com.au

DECLARATION

I, the undersigned Anthony de Courcey Mac Gillycuddy of 2/7-9 Davison Street, Richmond, Victoria, Australia say that I am bilingual and fluent in the Japanese language, and that this document of 2 pages is Japanese Utility Model Application Number 17079 of 1932 and that the attached translation of this document is to the best of my knowledge and ability true and correct.

Melbourne, 17 November 2008

Translator's signature

1

Publication of Utility Model Application No. 17079 of 1932 Class 15-4, Indoor Games and Toys

Application No.: 35368 of 1931 Application date: 2 February 1931 Publication date: 29 October 1932

Applicant: Toshizo Inoue, Inventor

850-banchi Sakan-cho, Higashi-ku, Osaka

Card Game Toy

Simplified Description of the Drawings

Figure 1 is a plane view of the utility model, Figure 2 is a vertical cross-sectional view thereof, and Figure 3 is a plane view of an alternative form of the utility model.

Nature, Action and Effects of the Utility Model

This utility model consists of a combination of a ring 1 divided into fifty-two equal segments that are inscribed consecutively clockwise from '1' to '52', and two separate discs 2 that are marked with rings that are divided into fifty-two equal segments each segment being marked with 'Diamonds', 'Hearts', 'Spades' and 'Clubs' symbols in differing colours (the symbols may be in two different colours, or may be of different sizes or may be distinguished by other readily discernible means) and each of the cards 'A', '4', '7', '10', 'K', '3', '6', '9', 'Q', '2', '5', '8' and 'J' marked in succession against such symbols which pivot on concentric spindles 3 such that the discs 2 are able to rotate freely and form combinations of the cards.

To describe the method of play, first when each of the complete cards is formed by successively overlaying the symbols on the disc 2 that are arranged clockwise and reading downwards, the middle card is not drawn and the cards are shuffled several times, whereupon the upper card or the lower card is noted, and when the downwards facing card is guessed correctly, and if the lower card is the 6 of Spades, the disc 2 is rotated as shown in Figure 3 to match the 6 of Spades to the figure 52 in the outer ring, and the digit in the compartment to the right as shown in the drawing and the particular card from the top are noted, that is, it is noted that the fifth card is the 8 of Diamonds and the sixth card is the Jack of Clubs; on the other hand, if it is known that the 8 of Diamonds is the fifth card from the top and the Jack of Clubs is the sixth card from the top, when the upper card is known, the disc 2 is rotated so that the same symbols as that card are under the '1' of the outer compartment, in the same way, the numeral in the outer compartment becomes the number of cards required from the top.

Moreover, for ease of observation, markings may be applied at the positions of the '1' and '52' of the outer compartments, and similar markings may be applied to below the 'As' of Hearts, Diamonds, Clubs and Spades on the disc 2.

The arrangement of the marking symbols on the disc 2 of the utility model in the same sequence as that of the marking symbols on the downwards facing cards facilitates seeing the cards and sequence number of the cards, and the symbols on the discs may be rendered more readily discernible by making the symbols different in colour or shape.

Claims

A card game toy in which a disc whose circumference is divided into fifty-two equal parts, each compartment being number sequentially to the right from 1 to 52, and a disc 2 whose circumference is divided into fifty-two equal parts, each compartment being marked Diamonds, Clubs, Spades and Hearts and sequentially 'A', '4', '7', '10', 'K', '3', '6', '9', 'Q', '2', '5', '8', 'J' as shown in the drawings pivot freely rotatably on concentric spindles 3 forming combinations of cards

Publication of Utility Model Application No. 17079

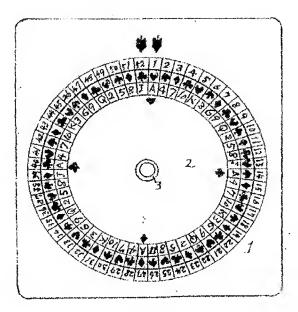


Figure 1

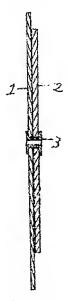


Figure 2

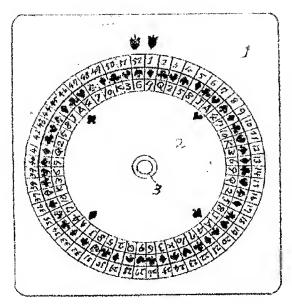


Figure 3

室内翎贠遊邈具 M 田蔵金倉一とより、第百十五联 **生和**

風害審報昭咏六年第三正三六八號出願 昭咏六年十二月 二 日 公告 昭咏六年十二月 二 日

「トラント」遊憩具

大週市東国式宮顶人正〇番出題人 巻案巻 非

6 策一圖、本案、平面圖策二圖、其辮灣面圖策三圖、本案、變派平面圖卡 國面人路路

本案へ圓周ラ五十二等示シ其一圖書ニ「1」ョリ「85」ぶく数字ラ右題リニ副本三品雅シャハモノ(1) 限ニ圓周と五十二等衣が各其一圖謄ニハ「なんや」「スダーイ」「ハーイ」「ハラヤ」、各語説を異色ニ歩へら「話説が一群、白衣やイ 「あ」の」「の」「な」「あ」「あ」、「動水」を入り、関水の下面の関軸のこと顕著して関球ので、自由こ回轉に、でもいまい 實用禘案人均賀、引用瓦茨果、甕騎 ラント」する路合かれ

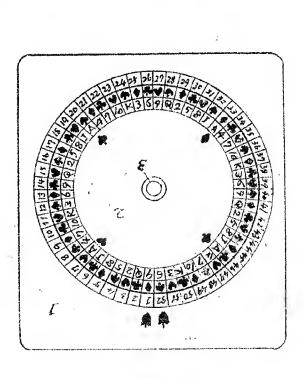
間外を歩かってナヤーで殴りを建国行コスパ金淘水文、土部外を阿ナハガを映りた下向外を云と當てハニ剝と告い「スンーイ」、「B」 今其動用去で謡門サンニ決で「イマンで」で圓球のくに調をすて副本籍のシスペイ同一ニーが試験を讃き重を金鰮を不同されている。 ルイキへ第三圖し位と圓球⊙F回轉シモ「スペーイ」へ[B]を代慮し速亭[8]=合せへおむ=圖示し位とそり 副體へ選字へ阿 又見出る鳥ホモシュハ爲と代慮し「1」気「23」く頂三島檐を削る文へ圓球色土と「ハー1」「きトサ」「シモで」「スハー1」く各「A」くて確 同一記號 ユ゠じ耐妙目ナバホを喰じ酔っく鳴き正妙目へ「ダトチ」く「8」ニモ六妙目へ「ひきと」く「なすやひ」ナハ映と映バを靜へる又気뿥 「スストザノ「8」に土=じ正対目=デレヒドノ「タテ♡インス対目セバト映バコート野苦い土猫床の映ンガバオディ其体イ それ儘し「」、丁二丁二圓秋〇月回轉立へ前同游水儘、嫂辛の河栗人外、上ョット対域イヤバキしたの 其各語器を記録スツニイアル 4

ョル「イモンで」を見たいた容易三阿汝目七 ----4. = N 、圓珠色/ 暗線文字/ 副教十不向外/ 暗線文字と同一般成十七公文 本家

使い野へん文園班上、追認へ異酥白ったかれ異孫カス以れニョハテ以天題服ら見れたいるかし校果下ハキノイス

長さ一温騰ニス「ガトヤ」、「ヘモン」、「スペーイ」、「ペーイ」、予記戦イ「A」「チ」「ひ」「ひ」「ひ」「5」「5」「8」「5」「8」「5」「8」「1」を恥 圖面ニ示ス成ト圓周ト五十二等長ン各一副艦ニ馴次ニホニーョリ五十二送く嫂辛ヲ語嫌シRハキト 月圓周月五十二等 次ニ協雄ンない関球宮イを同心園神むニを同轉自环ニ聯帯ンないましず「イモンで」すと联合すなべ「イモンで」遊戏具 登验馬木人蹿圓

图



第

團 策 Michiganian Adolesia Marconard